

GAME BOY ADVANCE

INSTRUCTION BOOKLET



SALT LAKE 2002



AGB - AS5E-USA



Published by

Ubi Soft
ENTERTAINMENT
www.ubisoft.com

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.



WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

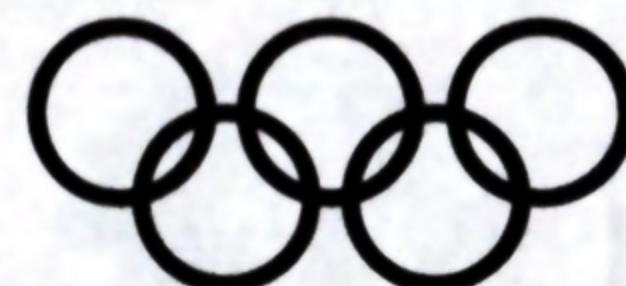
TABLE OF CONTENTS

THE OLYMPIC GAMES	2
GETTING STARTED	3
INTRODUCTION	4
GAME PLAY MODES	4
OPTIONS	9
EVENTS	10
Alpine Skiing Downhill	10
Alpine Skiing Slalom	12
Snowboard Parallel Giant Slalom	14
Two-man Bobsleigh	16
Ski Jumping K120 Individual	18
Curling	20
CREDITS	22
TECHNICAL SUPPORT	25
UBI SOFT LIMITED WARRANTY	26
	1



THE OLYMPIC GAMES

"The most important thing in the Olympic Games is not to win, but to take part; just as the most important thing in life is not the triumph, but the struggle. The essential thing is not to have conquered, but to have fought well." – Baron Pierre de Coubertin, founder of Modern Olympism.



The Olympic Movement is symbolized by five interlaced rings that represent the five continents of the world. The aim of the Olympic Movement is to contribute to building a better world by educating youth through sport practiced without discrimination of any kind and in the Olympic Spirit.

The Olympic Winter Games is unique in the sporting world. It is the only competition where the best athletes from 84 countries have the opportunity to strive against one another in the spirit of peaceful competition, friendship and fair play.

Very few people have the opportunity to compete at the Salt Lake Olympic Winter Games in February 2002, but now computer games players and budding Olympians from all over the world have a chance to take part in six grueling events and compete against the best of the best and hopefully have what it takes to win the most coveted sporting prize of all. Good luck in *SALT LAKE 2002*TM – The official video game of the Olympic Winter Games.

GETTING STARTED

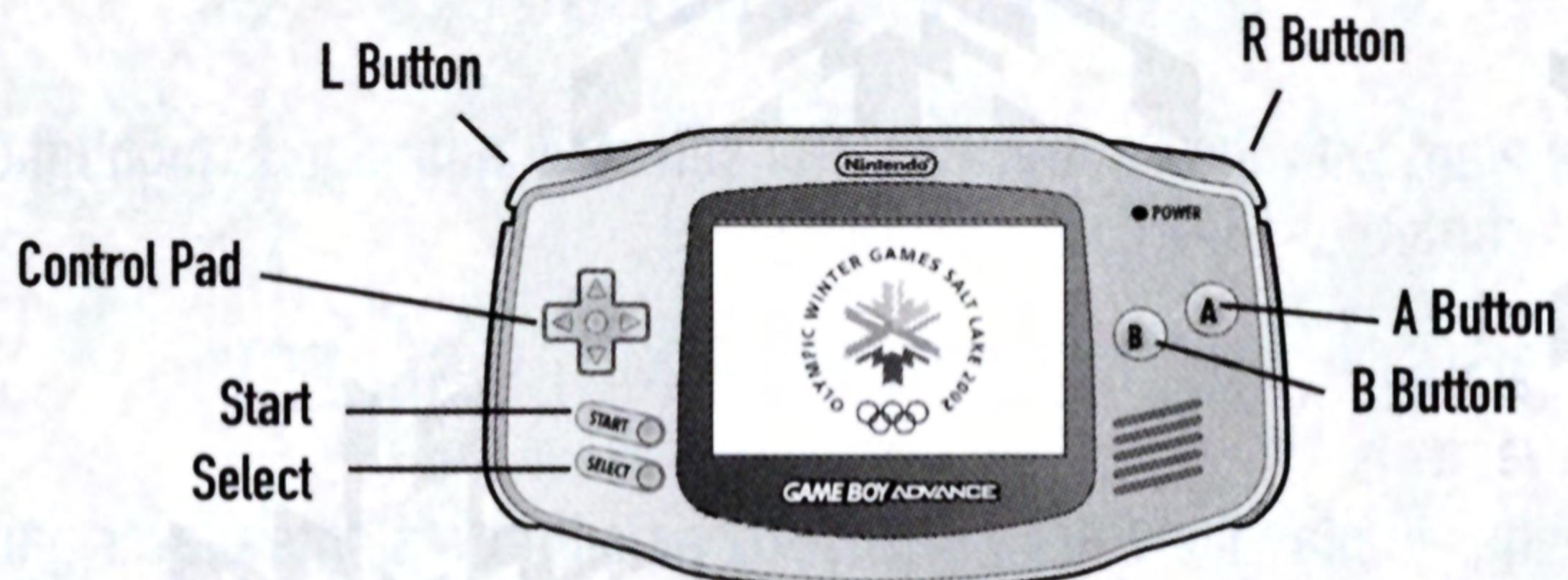
Make sure the POWER switch is OFF. Insert the *SALT LAKE 2002™* Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.

Turn the POWER switch ON.

Note: The *SALT LAKE 2002* Game Pak is for use with the Game Boy® Advance video game system only.

THE CONTROLS

The left and right arrows on the Control Pad are used to move through the menus. The A Button is used to make your selection. For in-game controls, please refer to the "Events" section of the manual.



INTRODUCTION

Have you got what it takes to be the best? Can you win the coveted gold medal? Take part in six events either as a single-player game or in multiplayer with your friends! Can you beat the challenge of the Classic Mode? Win all the events in the Olympic Mode? Or even triumph over the other fifteen countries in the Tournament Mode? The task ahead is not an easy one, but you can join with the best athletes in the world and go for gold! You can compete in the following events.

Ski Jumping K120 Individual
Curling
Alpine Skiing Downhill

Two-man Bobsleigh
Snowboard Parallel Giant Slalom
Alpine Skiing Slalom

LANGUAGE SELECTION

Select the language you want with the Control Pad. The selected language is highlighted. To validate your choice, press the A Button or START.

SINGLE AND MULTIPLAYER MODE SELECT

Choose whether to play the *SALT LAKE 2002* as either a single player game or compete against up to 3 of your friends. Note that a Game Boy® Advance Game Link® Cable is not required for multiplayer mode.

DIFFICULTY LEVELS

The game has five difficulty levels. These are Beginner, Novice, Intermediate, Expert and Legend. At the start of the game only the Beginner level is open.

In order to unlock the other difficulties, you must play through the Classic Mode. Note that Time Trial does not have a difficulty level.

MAIN MENU

Use the + Control Pad to navigate through the menus; use the A Button to select an option and the B Button to return to the previous screen.

OLYMPIC MODE

GO FOR THE GOLD! Select the events you wish to compete in and play in authentic Olympic competitions.

Once this mode has been selected you can select any events you wish to play. If you choose all six events, you can play *SALT LAKE 2002* and view the opening and closing ceremonies.



You can also select the difficulty level at the bottom of the Event Selection Screen if you have unlocked them in the Classic Mode. Only Beginner difficulty will be available at the start of a new game.

In this game mode you will be awarded gold, silver or bronze medals depending on your performance. Can you get the gold medal for each event?

TOURNAMENT MODE

Compete head-to-head against 16 other countries in 4 rounds of the event of your choice!

Select which event you wish to play, and you will then be entered at the base of the Tournament ladder. Over 4 rounds of a knockout Tournament, you will have to try to get to the top of that ladder to win gold.

You can also select the difficulty level at the bottom of the Event Selection Screen if you have unlocked them in the Classic Mode. Only Beginner difficulty will be available at the start of a new game.

CLASSIC MODE

Can you beat the target time or distance and unlock the harder difficulty levels? You have 3 lives in which to complete all the events. If you do not win a medal for each event, then you lose a life. Once all six events have been completed, then the next difficulty level is unlocked and you gain an extra life. Can you make it all the way to become a Legend?

The order in which you will play the events is as follows:

Ski Jumping K120 Individual

Curling

Alpine Skiing Downhill

Two-man Bobsleigh

Snowboard Parallel Giant Slalom

Alpine Skiing Slalom

When the next difficulty level has been unlocked in this mode, then it becomes available for all other game modes apart from Time Trial.

When you are in the main menu you can press the A Button to play the next event or press the B Button to return to the Main Menu.

TIME TRIAL MODE

Try to beat your own best time or that of your friends. Compete against the Ghost of the previous best time or distance! Note that the Curling event does not have a ghost, only a high score to beat in this mode.

Select which event you wish to play and play that event as much as you like. This mode is also ideal for practice. There are no difficulty levels available in Time Trial mode.

OPTIONS

By selecting the options screen you can change the following elements of the game.

SETTINGS

GHOST MODE Turn the Time Trial Ghost Mode on or off here.

SOUND FX Turn the game's Sound Effects on or off here.

MUSIC Turn the game's Music on or off here.

TROPHY ROOM

Here you can view the trophies you have won for each of the game modes and for each difficulty you have unlocked. Can you win gold on all the events?

CREDITS

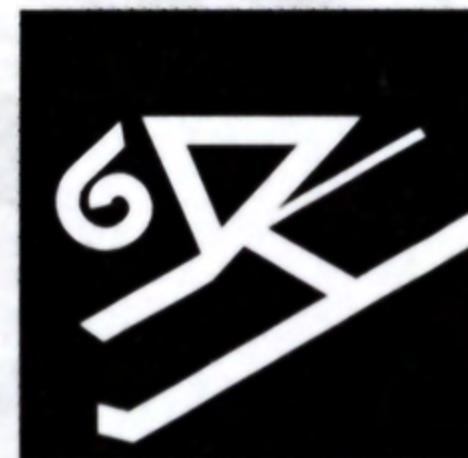
You can view the credits of the game here.

EDIT PROFILE

Change the details of your profile here.



THE EVENTS

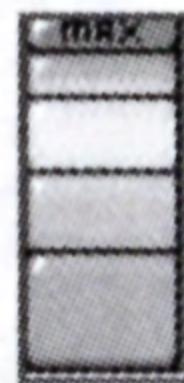


ALPINE SKIING DOWNHILL

AIM OF THE GAME

The player is placed on the scoreboard depending on their timings from the downhill run. Your skier must pass through all of the gates on the course before crossing the finishing line.

THE POWER START METER



This is used in the Alpine Skiing Downhill, the Alpine Skiing Slalom and Snowboard Parallel Giant Slalom. The bouncing bar on the meter will only remain in the lower green portion of the meter unless you press the A Button to match the beeps of the countdown. You can then, using timed button presses, try to get the bouncing bar right up to the MAX to get the best possible start. Each successful button press moves the bar up one notch on the meter.

DISQUALIFICATION

The player can be disqualified for two reasons:

- Missing a gate
- Crashing

CRASHING

A crash can occur for a number of reasons:

- Hitting a gate (Clipping the inside of the gate will result in a loss of speed and not a full crash.)
- Hitting the barriers at the side of the course

PROGRESS BAR

The HUD will display an indication of how far you are down the course.

CONTROLS

- + Control Pad Left
- + Control Pad Right
- A Button
- B Button
- R Button

- Turn skier left
- Turn skier right
- Crouch to gain speed but lose maneuverability.
- Brake (Decrease Speed)
- Hard turn (Brake), use with a direction on the + Control Pad to hard turn left and right



ALPINE SKIING SLALOM

AIM OF THE GAME

The Alpine Skiing Slalom consists of one run through a number of staggered gates. The winner is the athlete who completes the run in the fastest time.

DISQUALIFICATION

The player can be disqualified for two reasons:

- Missing a gate
- Crashing

CRASHING

A crash can occur for a number of reasons:

- Hitting a gate (Clipping the inside of the gate will result in a loss of speed and not a full crash.)
- Hitting the barriers at the side of the course

PROGRESS BAR

The HUD will display an indication of how far you and your opponent are down the course.

CONTROLS

+ Control Pad Left
+ Control Pad Right
A Button
B Button
R Button

Turn left
Turn right
Crouch (Increase Speed)
Brake (Decrease Speed)
Hard turn (Brake), use with a
direction on the + Control Pad
to hard turn left and right



SNOWBOARD PARALLEL GIANT SLALOM

AIM OF THE GAME

In each round, two athletes compete in one race. They race side by side down the two parallel courses. The quickest athlete down to the bottom of the course is the winner.

DISQUALIFICATION

The player can be disqualified for two reasons:

- Missing a gate
- Crashing

CRASHING

A crash can occur for a number of reasons:

- Hitting a gate (Clipping the inside of the gate will result in a loss of speed and not a full crash.)
- Hitting the barriers at the side of the course

PROGRESS BAR

The HUD will display an indication of how far you and your opponent are down the course.

CONTROLS

+ Control Pad Left
+ Control Pad Right
A Button
B Button
R Button

Turn left
Turn right
Crouch (Increase Speed)
Brake (Decrease Speed)
Hard turn (Brake). use with
a direction on the + Control
Pad to hard turn left and right



TWO-MAN BOBSLEIGH

AIM OF THE GAME

Try to get down the Bobsleigh run in the fastest possible time using the best racing line you can!

THE RACING LINE INDICATOR



The dot in the middle represents where your position on the run is. The ring represents where the ideal position on the run is for maximum speed. Try to keep the dot in the center of the ring for the best possible time. If you are too far away from the ideal racing line, the dot will begin to pulse and you will hear a warning sound. Correct your direction as quickly as possible or you may crash!

COURSE MAP

The HUD will display a map of the course with an indication of how far the sleigh has gone.

CRASHING

A crash will occur if the bobsleigh impacts the side of the course with too much force or at too great an angle. You can also crash if you are too far away from the ideal racing line.

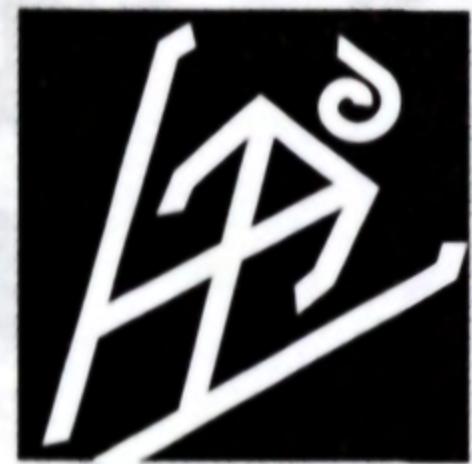
CONTROLS

CONTROLS – EVENT RUN UP:

- | | |
|----------|--|
| A Button | Pressed as quickly as possible – build up speed for entering the run |
| B Button | Enter sleigh at the end of the run up |

CONTROLS – ON THE RUN:

- | | |
|---------------------|-----------------------|
| + Control Pad Left | Steer bobsleigh left |
| + Control Pad Right | Steer bobsleigh right |
| B Button | Brake |

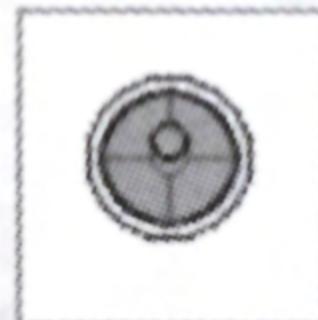


SKI JUMPING K120 INDIVIDUAL

AIM OF THE GAME

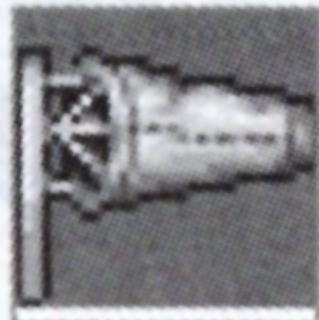
Try to get the best distance and score. Points are also awarded for style and landing.

THE WIND SOCK



Next to the Wind Sock is an arrow with a number underneath it. This is the wind speed and direction. Time your start on the run when the wind speed is at its lowest.

THE BALANCE METER



The aim of this meter is to show the balance of the skier while in the air. Try to keep the red dot in the center of the target to get the best possible score for style, travel the furthest distance and keep the skier balanced for a successful landing. Note that the balance meter can also be affected by the wind speed. This makes it much more likely that the skier will overbalance, resulting in a crash or a loss of style points.

PERFORMING THE SKI JUMP

At the start of the event the skier is positioned at the top of the ramp. Beside the skier, countdown can be seen. The skier can begin their run at any point during this countdown.

However it is wise to choose the timing of the start of the run because of the wind that is displayed in the top left of the screen. Starting the run when the wind is high will make it a lot trickier to balance the skier when he is in the air. If you do not start the run in the allocated time, the skier will start down the ramp automatically.

LAUNCH

As you approach the end of the hill you will have to tap the A Button to jump and launch the athlete into the air. If you fail to press the A Button before the end of the ramp you will have points deducted from your total and will not travel very far.

IN THE AIR

Once you have launched your athlete off the ramp, the skier balance meter is displayed. This is to correct your athlete's balance should you need to. Failing to adjust your balance (when needed) can result in a rough landing and less points.

CONTROLS

CONTROLS – PRERUN

A Button

Start the run

CONTROLS – ON THE RAMP

A Button

Jump off the end of the ramp

CONTROLS – IN FLIGHT

+ Control Pad

Balance Skier

B Button

Standard Landing

B Button + B Button

Telemark Landing (for more points)



CURLING

AIM OF THE GAME

Curling is a competition between two teams with four players each. The game is played on ice, and the two teams take turns pushing a 42-pound stone toward a series of concentric circles. The object is to get the stone as close to the center of the circles as possible. The center of the circles is known as the "tee."

A team scores a point for each stone that is closer to the center circle than the opponent's best stone. This circular area is known as the "house." It is the scoring zone in curling.

One game consists of 4 "ends." An end is similar to a baseball inning. During each end, each team delivers 4 stones – 1 stone per person.

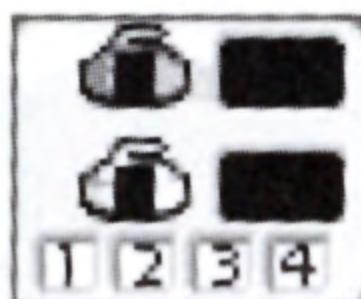
The score for the end is determined when all 8 stones have been delivered. The team that scores in an end shoots first in the next end.

The team with the most points at the conclusion of 4 ends is the winner.

When the stone is released, the two sweepers sweep a path in front of it and can aid

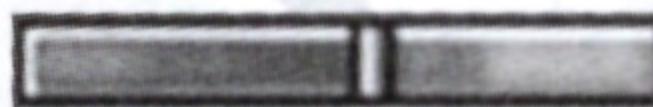
the stone's speed and direction. By sweeping with only the left sweeper, the stone will veer to the left and vice versa. If both sweepers sweep alternatively, then the stone will travel further in a straight line.

THE CURLING SCOREBOARD



The number in the stones is the number of stones that either the yellow or red team has thrown that end. The row of numbers along the bottom of the scoreboard is the current end being played. As the game progresses, they will be crossed off. The numbers on the right are the current score for the red and yellow teams. The green arrow indicates the team that is currently playing.

THE CURLING POWER METER



When you press the A Button to launch the stone, the power meter will build up and then drop down again. Time your second A Button press to get the best speed for launching the stone. Note that the best position on the power meter is not necessarily the top as you could launch your stone too far!

CONTROLS

A Button
B Button
L Button
R Button

Start / Throw Stone
Skip Opponent's Turn
Left Sweeper
Right Sweeper

THE CREDITS

DC STUDIOS STAFF

DESIGNER

Tony Sinclair

LEAD PROGRAMMERS

Robert Anderberg

Gerald Thom Greenfield

PROGRAMMERS

Brian Faber

Nathan Lazur

Stuart Cook

ARTISTS

Alan McFarlane

Paul Muir

Scot Thomson

Kay Cowan

PRODUCER

Kay Cowan

EXEC PRODUCER

Mark Greenshields

STUDIO MANAGER

Wendy Ellis

DC TESTER

Tony Sinclair

SOUND AND MUSIC BY

Shin'en Multimedia

WITH SPECIAL THANKS TO

Alex McGinlay

UBI STUDIOS STAFF

Producer

Lee Keane

STUDIO GENERAL MANAGER

Darren Melbourne

LEAD DESIGN

Oliver Sykes

LEAD PROGRAMMER

Dino

PROGRAMMER

Stephen Burge

FRONT END GRAPHICS

Paul Carrick

James Fraser

TESTING

Worldwide Test Manager

Éric Tremblay

LEAD TESTER
Jonathan Moreau

TESTERS
Jean-Dominic Audet
Mark Linington
Félix Hardy
Umberto Falso
Jean-Raphael Paquet

LOCALIZATION DIRECTOR
Coralie Martin

DIRECTOR
Coralie Martin

PROJECT MANAGER
Xavier Vibert

PUBLISHER:
UBI SOFT ENTERTAINMENT
CEO

Yves Guillemot
INTERNATIONAL PRODUCTION
DIRECTOR
Christine Burgess-Quemard
INTERNATIONAL CONTENT DIRECTOR
Serge Hascoet

APPROVAL COORDINATORS:
EUROPE
Nikola Milisavljević
US
Willlie Wareham

EUROPEAN MARKETING
EUROPEAN MARKETING DIRECTOR
Laurence Buisson-Nollent

EUROPEAN GROUP MANAGER
Thomas Petersen

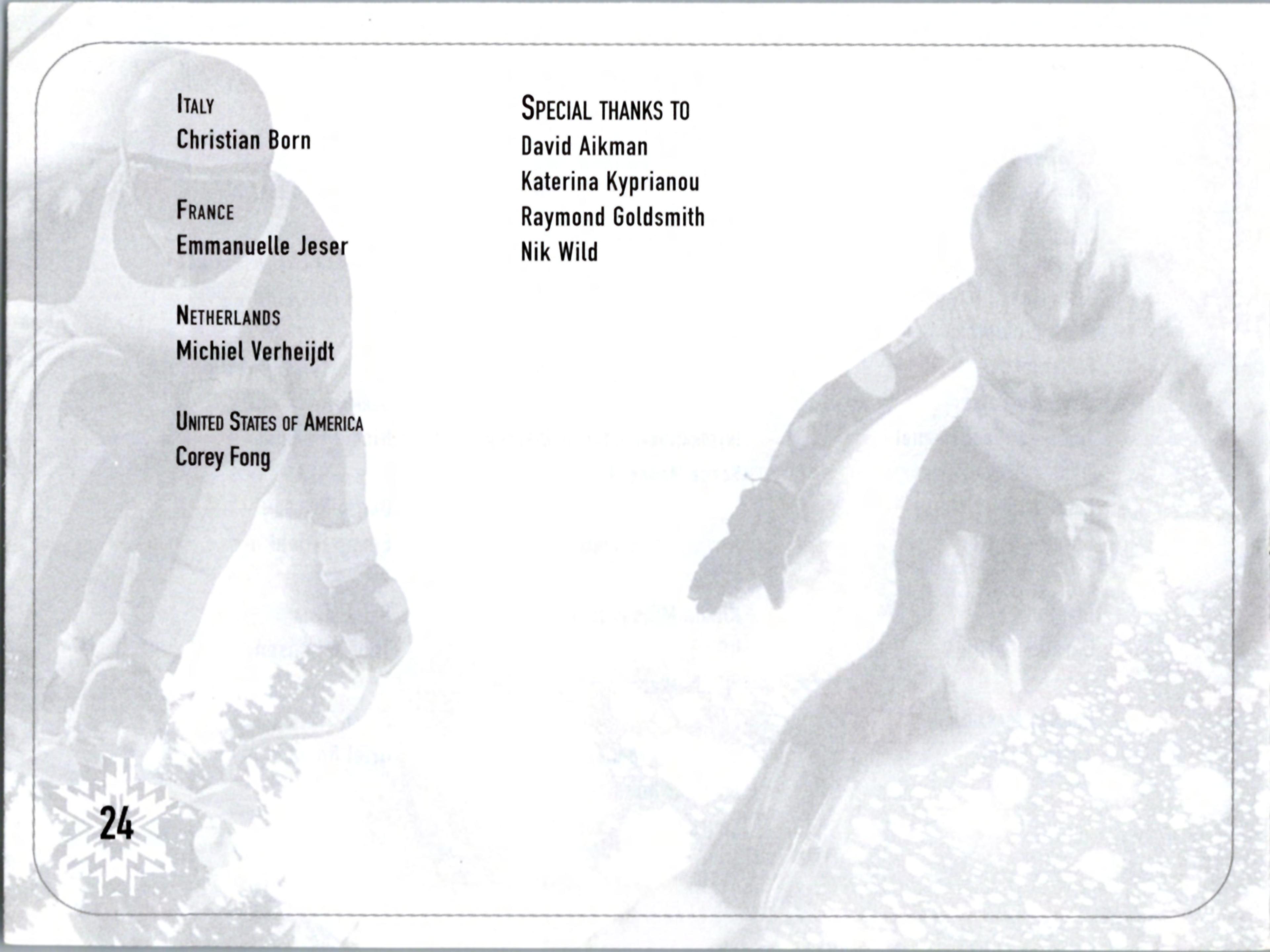
EUROPEAN BRAND MANAGER
Remi Perreault

LOCAL MARKETING MANAGERS
GERMANY
Nicole Hechler

UNITED KINGDOM
Emma Fifield

SCANDINAVIA
Thor Johansen

SPAIN
Oriol Rosel



ITALY

Christian Born

FRANCE

Emmanuelle Jeser

NETHERLANDS

Michiel Verheijdt

UNITED STATES OF AMERICA

Corey Fong

SPECIAL THANKS TO

David Aikman

Katerina Kyprianou

Raymond Goldsmith

Nik Wild

TECHNICAL SUPPORT

CONTACT US OVER THE INTERNET

This is the best way to contact us. Our web site is open 24 hours a day, 7 days a week and it contains the most up-to-date Technical Support information available. We update the Support pages on a daily basis so please check here first for solutions to your problems: <http://www.ubisoft.com/support>

CONTACT US BY E-MAIL

If you don't have access to the World Wide Web, you can contact our Support Department by e-mailing them directly at support@ubisoft.com. Please ensure that you include all of the bulleted information above for your computer when sending e-mail to support@ubisoft.com.

CONTACT US BY PHONE

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all of the necessary information listed above at hand.

Be advised that our Technical Support Representatives are available to help you Monday-Friday from 9 am- 9 pm (Eastern Standard Time).

CONTACT US BY STANDARD MAIL

If all else fails you can write to us at:

Ubi Soft Technical Support
2000 Aerial Center Pkwy
Suite 110
Morrisville, NC 27560

UBI SOFT TIPS LINE

Ubi Soft Technical Support cannot give answers to hint, tip, or cheat related questions.
Please call our automated Tips Line for walkthroughs and cheats for our games.

All the hints, tricks and cheats for our games are here. If you're under 18 years of age, please have your parents' permission before calling. Note that only touch-tone phones may access this service.

(900) 288-2583 (CLUE). \$.95 PER MINUTE

RETURN POLICY

Please do not send any game returns directly to Ubi Soft Entertainment. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged cartridge or scratched CD, please visit our FAQ listing for your game and get the latest replacement policy and pricing.

UBI SOFT LIMITED WARRANTY

Ubi Soft warrants to the original purchaser of its products that the products would be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubi Soft products are sold "as is," without any expressed or implied warranties of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from use of its products. Ubi Soft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubi Soft. Any implied warranties applicable to Ubi Soft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubi Soft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubi Soft reserves the right to make improvements in its products at any time and without notice.

REFUNDS

Ubi Soft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT / DOCUMENTATION REPLACEMENTS

Please contact Ubi Soft Technical Support before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available.

WITHIN THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

AFTER THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit the support section of <http://www.ubisoft.com> for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Email: replacements@ubisoft.com

Phone: 919-460-9778

Hours: 9am – 9pm (EST), M-F

Address:

Ubi Soft Replacements

2000 Aerial Center Pkwy, Ste 110

Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubi Soft.

Developed by



Published by



www.ubisoft.com

**Ubi Soft Entertainment, Inc.
625 3rd Street, 3rd Floor
San Francisco, CA 94107**

www.olympics.com
www.olympicvideogames.com

©2001 Ubi Soft, Inc. Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc. All Rights Reserved. The ratings icon is a trademark of the Interactive Digital Software Association. Copyright ©2002 International Olympic Committee ("IOC"). All rights reserved. This video game is the property of the IOC and may not be copied, republished, stored in a retrieval system or otherwise reproduced or transmitted, in whole or in part, in any form or by any means whatsoever, without the prior written consent of the IOC. TM ©1997 SLOC. The use of Olympic-related marks and terminology is authorized by the United States Olympic Committee pursuant to Title 36 U.S. Code Section 220506.

PRINTED IN JAPAN